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RACE SPECIAL

PARAGON PUBLISHING LTD
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© (01202) 200200

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PRINTED BY

Lookers Poole

DISTRIBUTED BY

Seymour International Press Distributors
Windsor House, 1270 London
Road, Norbury,
London SW16 4DH. (081) 6791899.

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ISSN 0968-3569

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ABC RACERS



Millionaire playboy caveman Millstone Rockafella has arranged a wild 'n' wacky BC bike race, the winner of which receives the Ultimate Boulderdash Bike. It's the chance of a lifetime and all the weird and wonderful prehistoric racers are out to grab the prize.

Play as one of six awesome prehistoric racing teams in one of the fastest and most violent race games to hit the Mega-CD. Anyway fasten your seatbelts as SEGA XS goes Pre-hysterical! We bring you the ultimate players' guide to this rocky racer – SEGA XS, easily the best idea since the invention of the wheel!

Character Profiles



Granite Jackstone & Tina Burna

Acceleration	9	Speed	9
Energy	3	Attack	4

These two foxy ladies are certainly a team to watch out for. Their perfect speed and acceleration means they will fly to the front of the race and stay there. If you can catch and overtake them they will have enough reserve energy to take the lead back, so the only thing to do is take them out of the game with a few hits.

Their energy is the lowest in the field, so bash them with some good attacks and they will crash and burn after a wimpish three hits. This will have the double effect of getting rid of the fastest team in the race and also winning you a bonus point for taking them out of the running.



Cliff Ace & Roxy

Acceleration	6	Speed	7
Energy	6	Attack	6

Cliff and Roxy are perhaps the best team to play as. Their figures may only be mid-range, but they don't have any weaknesses. Their energy level should be enough to get any team around a lap before refreshing energy via the pits, also their attacks are quite precise and their speed is high enough to race around the many courses.

Cliff has a long reach in an attack while Tina's double kicks are accurate as well as powerful, so you can depend on them in a scrap. If this team does have a weakness though, it will be more prevalent in the Rock Hard section of the game, but then again, every team finds that hard going!



Chuck Rock & Junior

Acceleration	9	Speed	7
Energy	4	Attack	5

Chuck and Junior are another fast and mobile team that can hit hard in the attack. Their speed and use of acceleration will always make them one of the fastest teams in the race but their energy levels are weak enough to see them bombed out by determined opposition.

If you want to make a serious attempt at winning through to the end of the game, don't play as Chuck and Junior. They may be fast and agile but their lack of energy will see them consistently knocked out in the harder rounds, when all the opposition go in hard on the attack. Basically they're the biggest wimps on the Stone Age race tracks!



Sado-Tooth Tiger & Sid Viscous

Acceleration	5	Speed	4
Energy	9	Attack	7

Sado and Sid are one of the teams most suited to a human player. Although their speed and acceleration are nothing to gloat about, a skilled player, who can keep to the racing line, can take them all the way, with no fear of losing energy. Sado and Sid are one of the best teams in combat, with enough energy to defend themselves against any awesome attack and enough guile in their own attack to deal out a few blows in the race for the front.

Tactically, Sado and Sid perform best when in amongst the other teams. Hit and run your way to the front and then try to hold the position by swiping at anyone that tries to get by.

The Tracks

Rock City Race

The first track of each difficulty level takes place in the busy Stone Age City. The tracks here feature tight, angled corners, protected by high curbs that will slow you down if you stray off the racing line. Lamp posts and road side houses will bring you to a complete halt if you bump into them, as will Nomadic pedestrians that line the City streets, cheering on the competitors.

The in-town race is a very swift and smooth one, the roads are well built

and wide, which means there is usually plenty of room to manoeuvre around and dodge the other players. If you take the racing line, staying close to the inside lanes of the tracks, you will be able to gather up enough speed to win the race. Make too many mistakes and stray off line and you find you will be quickly overtaken by the rest of the field who tend to steer wide.

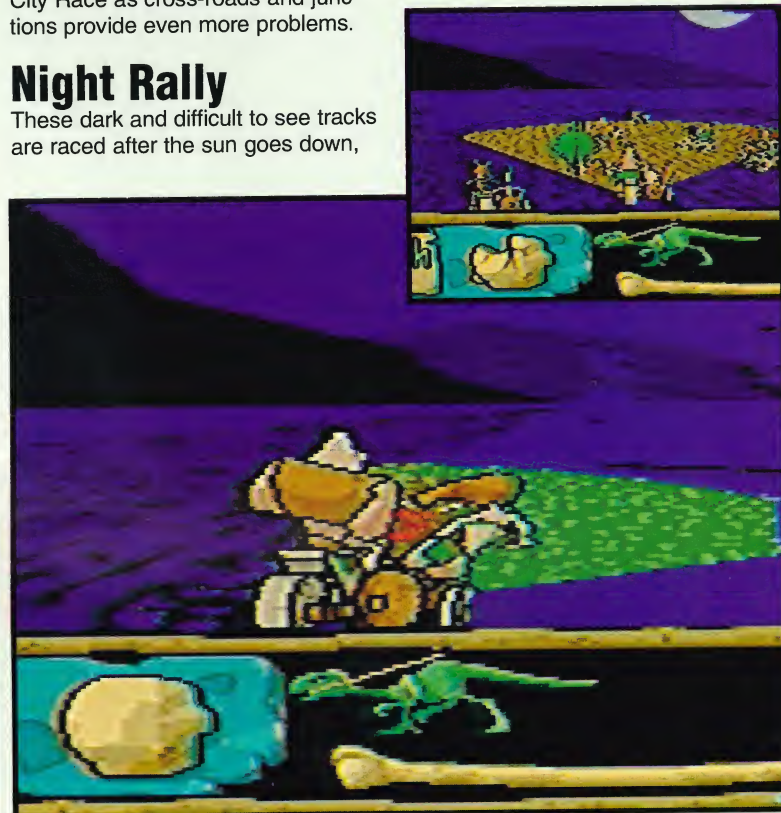
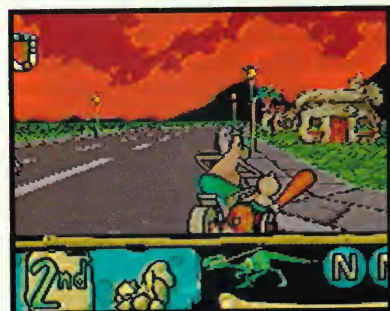
In later difficult levels, the corners will become even tighter and the width of the lanes will half in size. This

makes precision driving essential. You must also keep a careful eye on the overhead map as you drive around the later versions of the Rock City Race as cross-roads and junctions provide even more problems.

Night Rally

These dark and difficult to see tracks are raced after the sun goes down,

with only your dodgy head lights to navigate by. The landscape is bland and bleak with dangerous obstacles in the later difficulty levels. The



Brick Jagger & Gary Gritta

Acceleration	6	Speed	5
Energy	5	Attack	9

Brick and Gary are the real bully boys of the game, with a perfect attack and a good defence. If you come up against them while you are whizzing around the track, you should prepare to dodge their attacks rather than get stuck in. They are quite quick starters to the race, so if you can avoid them at the start, you will be advised to do so.

If there is a big scrap at the start (this happens in almost every race in the Rock Hard section), steer to one of the sides and try to slide through. If you venture into the middle, you're sure to be whacked by Brick and Gary, as they try to make up for their lack of speed.

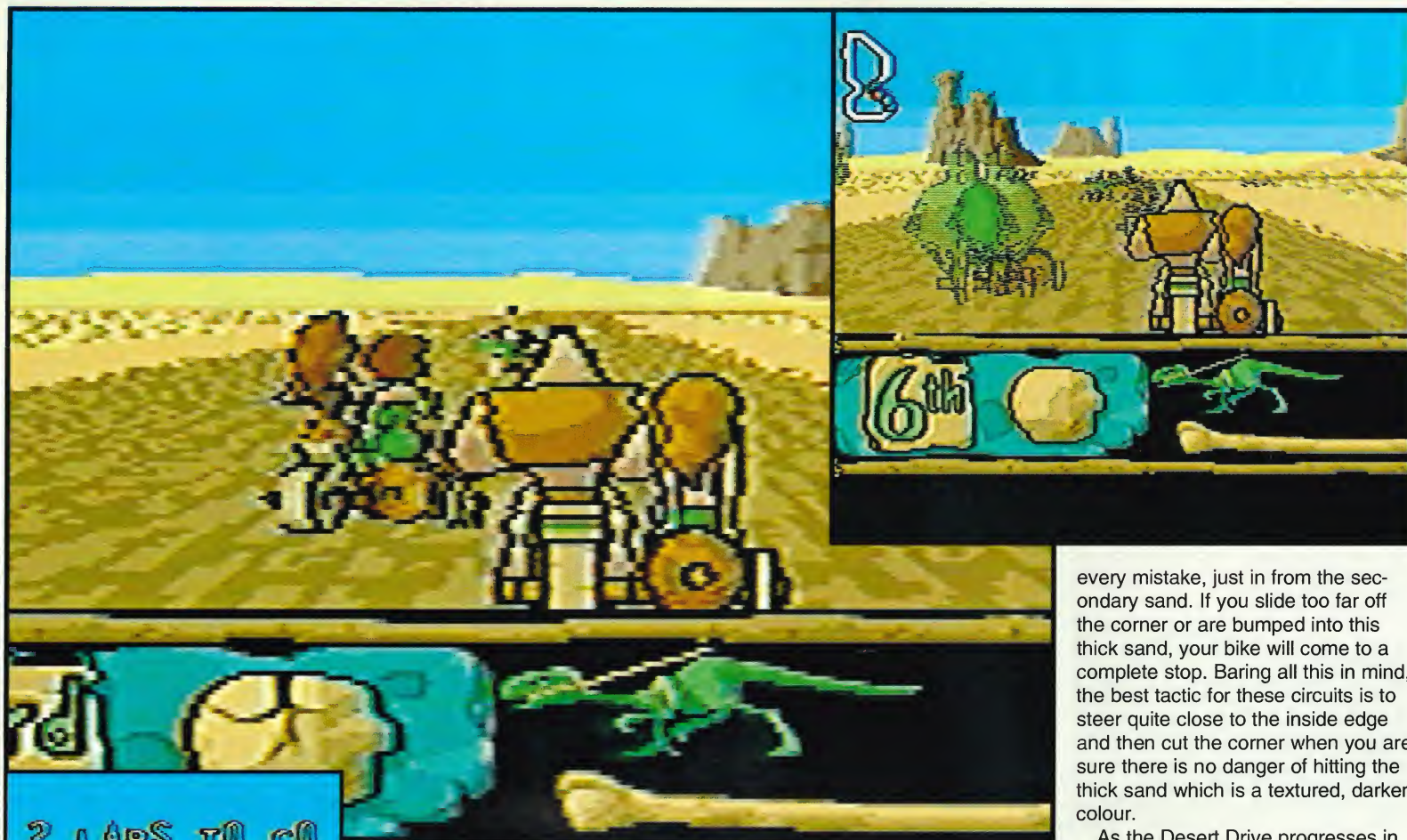


Bob Hardley & Jimmi Handtrix

Acceleration	8	Speed	8
Energy	8	Attack	1

Choose to play as Bob and Jimmi if you want to race around the track at a fast pace and avoid getting involved in any squabbles. If you do get involved, you will lose out as your attack is the weakest in the field, although your high energy levels will be able to withstand quite a lot of punishment.

Bob and Jimmi are fast and flexible, which will always put them in a good position at the top of the table, although you will have to depend on points for position, with there being little chance of picking up bonuses for taking other teams out. If you can get to the front early, you have a good chance of getting in the points.



edges of the road can just about be seen ahead of you so you should steer by them and the overhead map.

Do not stick too close to the inside edge of the circuit because most of the obstacles can be found there, as

well as overlapping features from the roadside. If you stick to the centre of the track and turn into the corners at speed, you should be able to see enough of the track to drive around it smoothly.

As the difficulty level rises, so does the number of obstacles. There will be sections of rising coffins, coming up from the track for instance, so you will need to have your wits about you in order to shoot around them and remain on the track. If you can make few mistakes on these difficult sections of the game, you should find yourself in amongst the points. The

corners and bends will become a lot tighter as the game goes on though, so practise and technique will separate the cavemen from the caveboys!

Desert Drive

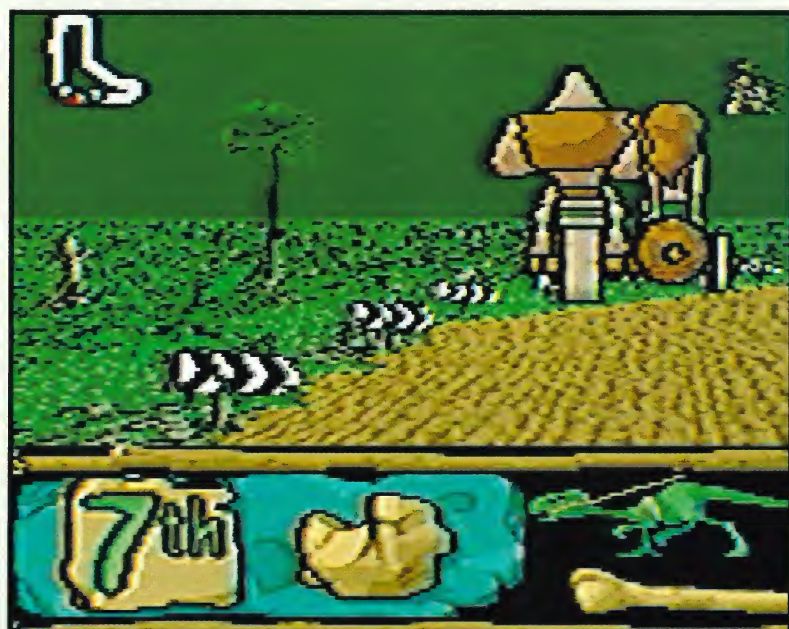
In the desert circuits there are three different types of surface to think about. The track surface is made of smooth sand that is easy to stay in control of. Then there is

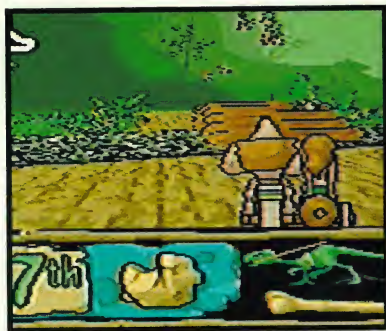
a slightly thicker sand on the edges of the tracks and the wide corners. If you can hit these at speed and cut the corners, you will only slow down a little and you will gain vital distance and time.

The third type of sand surface is the dense dunes that await your

every mistake, just in from the secondary sand. If you slide too far off the corner or are bumped into this thick sand, your bike will come to a complete stop. Baring all this in mind, the best tactic for these circuits is to steer quite close to the inside edge and then cut the corner when you are sure there is no danger of hitting the thick sand which is a textured, darker colour.

As the Desert Drive progresses in difficulty the corners will become a lot tighter so you will have to cut as many corners as possible to keep up with the pace. The only problem with this plan is that the thicker, bike stopping sand, will be closer into the corners, giving you less time and space to react.





Jungle Rumble

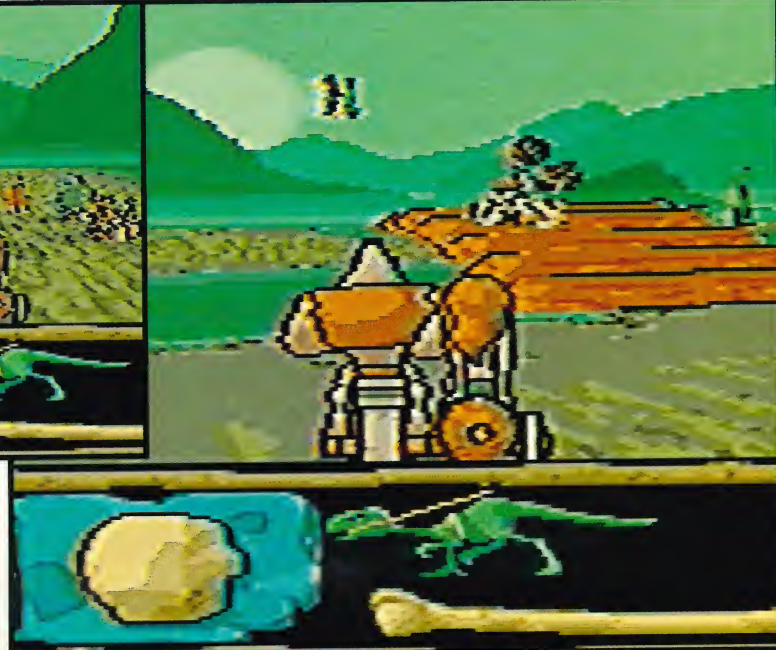
The jungle circuits throw up a lot more obstacles, including green foliage protruding onto the track on both sides and some tight bridge jumps over the river. This means you will have to stick quite rigidly to the centre of the track, lining your bike up quickly for the bridge jumps.

When approaching any jump try to do so dead straight so you hit the ramp in the centre of the bridge. This



will give your bike the maximum lift required to launch yourself over the river and beyond to reconnect with the track. While your bike is in mid-air, you will have to push the D-pad in the direction that the track continues.

If the track leads over to the left, then push left to meet up with it, thus wasting no time. If you simply launch over the bridge and the track goes to the right, you will end up in deep foliage that is very difficult to get out of. If you don't hit the ramp in the right place, your bike may not get enough



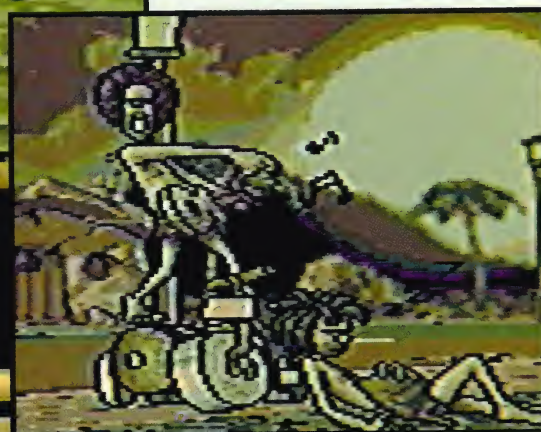
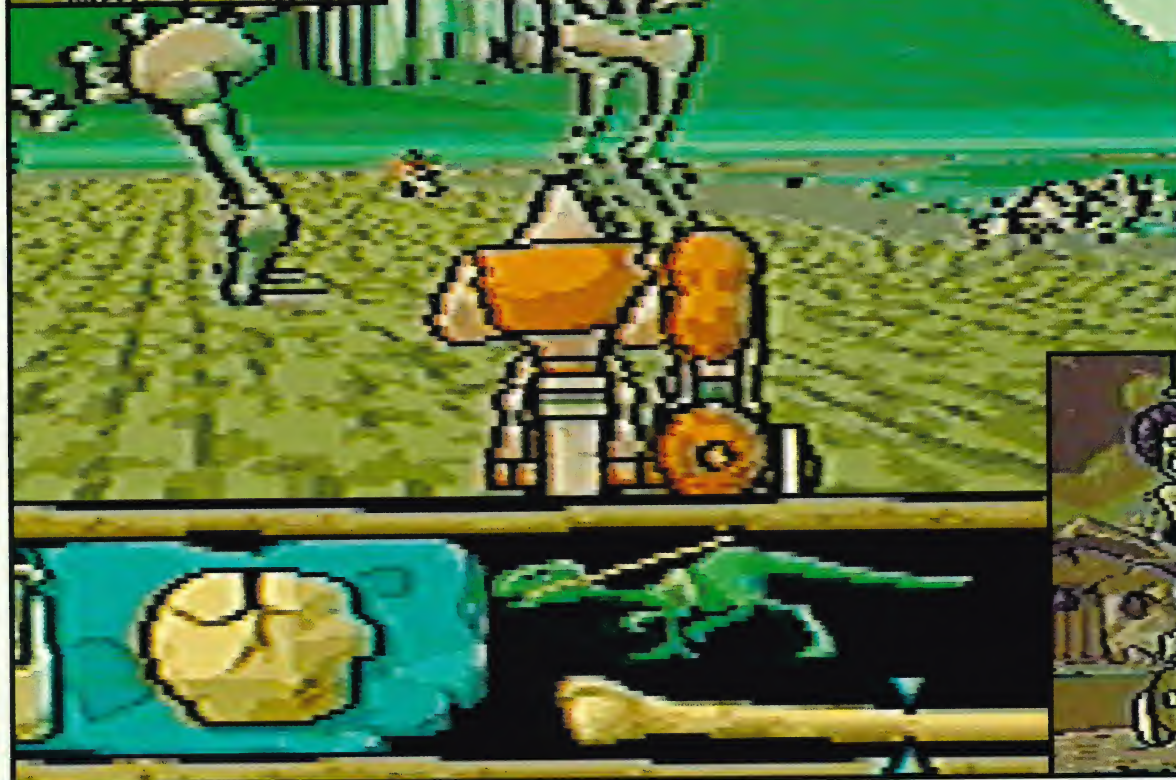
lift to either clear the river or to speed away on landing.

In the later versions of the track type, you will have to dodge past Triceratops as they stomp across the straight and give yourself enough

time to line up for tighter bridge crossings. This ain't easy mate, so perseverance is the key to success.

Swamp Stomp

In the swamp area, you will find a similar problem to that of the sand in the desert tracks. The track will be fast moving and hard to turn on at high speeds, with a secondary surface to the sides of the track that will slow you down and even make you skid into the swamp sludge around the edges. Other obstacles like fords





and bridges will slow you up if you don't approach them properly.

When driving through the ford, always look for the shortest route (usually on the right), so your bike doesn't lose too much speed in the water. The approach to the bridge jumps should be done in the same manner as before to give maximum

lift. If you miss the tight turn to the bridges and end up in the swamp, you will have to forfeit about five seconds, before being placed back on the track. This is not advisable as a five second delay will probably cost you several places in the race.

As you drive around the centre of the tracks, try to steer into the cor-

ners in an attempt to gain the racing line. This will save you time but do not slide too close into the corner because obstacles like rocks or even an unstoppable path into the swamp bed will await you.

Blizzard Blitz

In these snow encrusted sections control is the hardest yet most vital thing to achieve. The tracks are covered with icy patches that make the steering system very hard to get to grips with. If you steer in the centre of the track and then slide into the cor-

ners, giving yourself plenty of room to straighten back up, you should get through without too much trouble. If you steer too close to the inside edge, you will leave yourself little time to straighten back up to dodge around the breaks in the ice, the banks of snow or to get in line for the ramps.

On later versions of the track, you will have very little room for manoeuvre, with twisting snow clad tracks, winding back and forth, leading to long icy stretches and even dead ends. As the difficulty continues to rise, it becomes even more important to follow the overhead view of the track to keep check on the correct route. With circular sections and false lanes leading to more broken ice sections and larger obstacles, it is very difficult to keep to the correct route. In the Rock Hard version of





this track, a top five place is almost impossible to obtain without hours of practise!

Cave Rave

Now we move inside a giant network of caves for a set of routes that twist and turn in all directions, making the tight corners and poor visibility even harder to negotiate. It's very difficult to steer to the inside line so stick to the centre of the tracks, watching out for swift changes in direction. This will minimise the chance of crashing into the cave walls as you fly around the break neck corners.

It is advisable to be ready to perform the odd hand-break turn by pressing Down and Left or Right while accelerating. This technique is a must in the difficult levels ahead and comes in very handy if you overshoot on the track and are unable to straighten up in time to head over one

of the wooden bridges. These bridges will have to be taken carefully as they are quite thin in structure and lead to a sheer drop that will take about five seconds to get back from.

As the game progresses, the other racers will become a lot better at their job. Not only will they be taking corners at higher speeds and finding the odd short cut, but they will be ever more willing to punch you out of the game. You should take the last few circuits as swiftly as you can but do watch the overhead view closely because the cave levels can throw up all sorts of unexpected problems!

Volcano Dash

The last of the eight track types is, as you can imagine, the hardest to get through! Set in the Volcano, molten lava and massive boulders surround the massive spiralling tracks that lead

to jump upon jump into danger!

The best tactic here is to protect your energy as you head around the lap, so you can refresh in the pits on completing a lap. Approach all the jumps in the centre of the ramp and quickly decide which way to push the D-pad when in flight.

In the later difficulty levels, the tracks become so twisty you will have difficulty following the overhead view. The best tactic then is to simply go for it — remembering the old adage he who dares wins! Be ready to throw your bike into hand-break turns while looking to punch anything that tries it on with you.

If you can get ahead at the start, you will find it difficult to follow the route so it is better to let someone else lead so you can follow their line



and gradually catch up. In the final laps try all you can to get in front. Some corners are wide enough to be cut, but watch out for the thin lanes with channels of lava to both sides. Practice and experience should combine in this final and ultimate test, if you have the driving skills and the courage, you should be able you win through and lift the final trophy!

Passwords



When you play through the easy and medium levels of the game, you should aim to finish on top of the table after each set of eight tracks. If you can do this you will be able to progress onto the next difficulty level. Finish top after the medium level and you will be awarded with a silver trophy and the password to the Hard phase. Finish top after the Rock Hard level and you will complete the game, winning the Boulderdash Bike and the Gold Cup! To help you on your way here are the passwords to the final two stages:

HARD

PLBTKG

ROCK HARD

WZJQXF

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CORE

Tel: (01332) 297 792

ROAD RASH 3

EA have come up with the goods yet again – this time around in the form of the growling bikes of *Road Rash 3*. As a follow up to the previous two games, the latest biker outing brings us the toughest challenge yet. The riders pull no punches and the tracks are trickier than ever!

The Tracks

Level 1	Brazil	UK	Germany	Italy	Kenya
Level 2	Brazil	UK	Italy	Kenya	Australia
Level 3	Brazil	UK	Germany	Japan	Germany
Level 4	Germany	Italy	Kenya	Japan	Australia
Level 5	Brazil	UK	Italy	Kenya	Japan

Japan

The neo-nightmare that is down-town Japan is a hard course to conquer. You'll have to do an immense amount of turns to avoid the other drivers, steer out of the way of road side obstacles such as cows and, well, just staying on the track is enough to drain anyone. Not one for the rookies.



Germany

The snow-covered roads of Germany are treacherous to drive in, and if you're not careful you're sure to be slipping and sliding all over the place. The police are highly aggressive in this country, and it's not a wise move to go around hitting them unless you fancy a tough fight.



Brazil

One of the easier tracks in the game, this is the first country you'll race in. The police are very aggressive here, but they're few and far between and just as easy to avoid. There aren't too many road side obstacles to get in your way here, although if you veer out too far, you're sure to get caught by the trees.



Australia

Going down under is as tricky as it gets. The track is more twisty and turny than an Aborigine's boomerang. There is one thing going for it though, the local coppers are quite friendly! Watch out for typical Aussie road side obstacles like kangaroos and dingos.



Italy

The hot sun and green plains of Italy should offer no real problem to a hardened rasher. The track itself isn't particularly difficult, but the people who cram along the road side are! The Police shouldn't give you too much hassle.



Kenya

The dusty, bumpy track of the African plains is harder than you might think. For one thing, the sheer amount of animals who run across straight into your path can be more than hectic to deal with, and for another, the locals have a strange habit of just standing right in the middle of the road!



United Kingdom

Clichés ahoy: it's raining in the Isle of Mann. The track isn't as slippery as you might think, though, and you stand a fair chance of winning this in your first attempt. A decent circuit.



Tips

Punching

Attacking the other riders is a tricky thing. When you first begin the game, you'll only have your fists to protect you with, so try not to get into any scraps too early on. Hitting another driver who already has a weapon is your only chance of arming yourself, so time your punch so that you swing out just when he attacks you. On all other occasions, you should resort to punches only to stop other drivers overtaking you.



Using weapons

Once you have a weapon, there's nothing to stop you from dealing out some serious punishment to the other riders. Beware, though, as unarmed drivers can easily nick back your weapon! The best weapons to have are the chain and club as these cause the most damage. So there.



Getting off to a good start

Hold down on button B as soon as the race begins. When the flag is waved, you'll automatically start to zoom off. Starting from the back of the grid, it's possible to pass many of the tail-enders if you drive straight through the middle of them. By doing this you should end up from 15th to 8th. Try not to get into any fights at the beginning, but remember to punch any riders who try to overtake you.



Passing other bikes

After you pass the tail-enders, your next problem is getting past the front runners. As these guys will inevitably be armed with clubs and chains, you should always try to steer as far away from them as possible. When this isn't possible, go right up next to them as you overtake and steer your bike into them while you punch. If you've done everything right, you should manage to come away with a weapon!



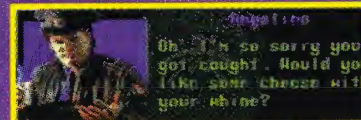
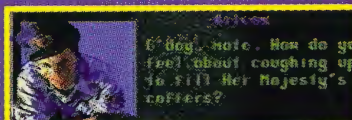
Crashing

When you crash your bike, a frequent occurrence as you'll find out, you'll probably end up far, far away from the actual accident spot itself as you get thrown. When this happens, don't panic! Your rider will automatically run (or should that be limp?) back to his bike as quickly as he can. The problem comes when he has to cross the road, as the other riders and road users won't give two hoots about avoiding him as they race along. Keep an eye in your rear-view mirror for any signs of trouble.



The Police

The local constabulary have it in for you, you know. I mean, they never arrest any of the other rashers, do they? I don't know... Anyway, the best way of avoiding any trouble is to keep out of their way. Whenever you hear the familiar sound of a siren or helicopter blades, ride as carefully as you can and don't, whatever you do, crash. As soon as the danger has passed, you can then ride hell for leather again.



Level Codes

Level 1

BK21 2005 \$4210 (excluding bike trade)

Level 2

E801 2701 With new Rat bike
N020 2611 Rat bike + performance upgrade + \$2670
3U41 A6TC Rat bike + performance + tyre upgrades + \$7530

Level 3

I500 3D0V New Perro Super-bike + \$2330
BVA1 RDPS Perro Super-bike + \$15, 250
6K60 3NT8 New Medium Nitro bike + \$19, 310
7M01 RNT8 Medium Nitro bike + all upgrades + \$1, 790
T3U1 RCTS Perro Super-bike + \$43, 290
TV83 RDTJ Perro Super-bike + \$55, 330
DH00 RTTC Diablo 1000N + all upgrades + \$21, 340

Level 4

7841 5M07 OK. Nitro bike + performance upgrade + \$8, 790
D340 550D Diablo 1000 Nitro + all upgrades + \$5, 340

Sunday drivers

The other, normal road users will inevitably get in your way, but there are a few tricks of the trade to try out if you want to avoid them. Never drive on the wrong side of the road, always keep an eye out on the horizon to see what's ahead, and try to force other riders into their way. It's sneaky, but it works!



Super Codes

Enter these codes on the title screen, using the joypad in the second port:

A, B, R, A, C, A, D, A, B, R, A this will give you money, weapons and upgrades galore.
C, L, U, B \$1100, Club, Chain and Nunchucas.
R, A, D You can choose any weapon.
B, L, U, R A super-bike that goes over 210mph.
L, A, B, R, A, D, R Gives you plenty of nitros.
A, C, L, U Loads of money, start on level two and you can also steal bikes from your opponents.

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STREET RACER

With its inspired cross between *Street Fighter II* and *Mario Kart*, Ubisoft have really come up trumps with *Street Racer*. Then again, with eight different characters to choose from and 24 tracks to race on, how could it fail? Earning a massive 93 percent a couple of issues ago, we just had to finish the job off properly with a full solution – so strap in, sit back and get ready for the ride of your life...

The Racers

There are eight different racers to choose from in this game, each with their own special abilities and favourite tracks...



Biff

The well 'ard thug of the game. Judging by his lack of hair, the way he likes to hit people with his club and his friendly snarl, this guy's trouble.

Biff's Moves

Left Punch – A quick tap of button A will bring up a strong left hook from Biff. Painful and distracting for anyone on the receiving end of it. Ouch!

Right Punch – Press button B to make Biffy-boy hit anyone to the right of him. That'll teach 'em!

Cannonball – Button X is the way to go if you want to perform Biff's Cannonball move.

Wide Wheels – To make two lethal razor-spikes appear out of the side of Biff's wheels, simply press the Y button!



Biff's Track

Biff One: Right from the start, a long straight greets you and this should give you enough time to build your speed up a bit. Gradually, the track bends to the right then opens out into a short straight. The track will now sharply bend to the right, before you come to a slow left turn which then turns into a zig-zagging chicane. After this a steep left turn will be upon you, and following on from that come two very tricky right turns. Now you have a massive long straight to catch up on your time a little before a sharp right is upon you. Now it's back to the start again.

Biff Two: Driving down from the start, an easy turn to the left shouldn't prove to be much of a problem. Now comes the sharp turn to the right, after which a massive straight is upon you. When you reach the top, the track will suddenly bend to the right twice before making a hard left. Now comes a slanted straight which slants around to the right into a shorter straight. Following this comes a hard right, followed by an easy left and then a hard right. Roll on another lap...

Biff Three: Longish straight, followed by hard right. After this comes a hard left and then the whole track almost comes back on itself in a circle. At the end of that is a hard left which leads out onto the track's longest straight. Next comes a tricky right turn which branches out onto a straight and then disappears into a right again.

Fastest Track: Helmut Two = 2:17:04

Driving Lessons

The best way to take any corner is to go tight in and gain the ideal racing line. The rest of the field are just as fast as you – if not faster – so any advantage that you can gain on them is a bonus. It's important to get to know the turns and bends in the game, so practise the different tracks as much as you can. On the really tight turns, you'll have to slow down quite early if you

hope to make it through without touching any obstacles. Never take a bend on the outside because you'll only end up on the grass. If you do this, you'll more than likely end up hitting an obstacle. Then again, if you manage to drive around them, all the better.

A good start is essential. When the race is under way, keep to either side of the track, giving the rest of the field plenty of room until you reach top speed. This ensures you're not bashed at the start and don't lose speed as you accelerate away. Remember, power is nothing without control.



Footymania

Playing the soccer game is easy when you know how. As you move your car around the track, try to get in a good position to catch the ball. Attack anyone you see with the ball to try and get it off them. When you finally catch the ball, the last thing you want to do is panic. Instead try to drive up closer to the goal and then at the last minute let loose with the ball. With any luck, you should be able to score almost every time.

There are three different pitch types to go for...

Grass: Yer basic pitch set-up. You shouldn't have any problems with playing on this ground.

Indoor: You'll find you have much more grip on this ground. You can also reach a higher top-speed as well.

Ice: Extremely slippery, you'll find your grip goes right down when you play on this pitch. You'll find it especially hard to turn.

Character Pairings: There are certain character combinations which work especially well in the two-player mode. Try out these character pairings for the best results...

Sumo and Hodja
Raph and Frank
Surf and Suzulu
Helmut and Biff



Frank

The 'dead' scary monster from Transylvania, Frank prefers to frighten his opponents off the track with his classic 'I use Oil of Decay' complexion. Not a pretty sight at all...

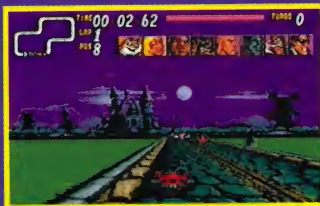
Frank's Moves

Left Punch – He may be dead, but he sure can punch! Give button A a tap to see what we mean...

Right Punch – Button B's the one to go for if you want a right punch. Quick and effective, my son.

Scary Ghost – Frighten all of the other drivers off the track and into hospital with this move. Y's the button to go for.

Flying Wings – Take to the air! Fly over all the other drivers! Win races! Press button X!



Frank's Track

Frank One: From the straight, turn your car to the right and then follow into another straight. This also turns to the right before branching out into a really long straight. The track now slants up to the left before beginning a very bizarre series of turns. Like a triple

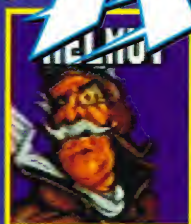
chicane, the track proceeds to turn in and out, in and out, in and out, requiring some nifty driving to get through it all without crashing. After this, it all begins to resemble sanity again and it will slant down to the right before joining the beginning again.

Frank Two: An easy enough track, this one starts out with a longish straight before slanting hard right and then hard left. The pattern is now repeated with a hard right and then a hard left, before running along into a long straight. The whole track will now bend to the left before travelling along a bit and then taking a right. Another right follows this, before you come to a hard left and then a hard right. A longish straight, which is broken by a tight right turn then follows into a longer-than-long straight which leads back to the start.

Frank Three: After a small straight, the track then turns to the left, before making its way to the right. A longish straight follows this, before a sharp turn to the left brings you onto another straight which turns to the left. The track's longest straight follows this and then a turning to the left and then a right. Another straight greets you now, before you make another left, and then (after another straight) a turn to the left and the start of the track.

Fastest Track: Helmut Two = 2:13:16

SEGA SOLUTION STREET RACER



Helmut

Rather annoyed by that Fawltly Towers sketch about the war, Helmut decided to take up racing and prove the superiority of the master race. Git.

Helmut's Moves

Left Punch – To activate Helmut's left punch, press button A. A decent move.

Right Punch – The B buttons the best way to go if you want to give your opponents a smack in the face.

Side Blades – A great move to send any opponents crashing into the way-side. Press button Y.

Flying Wings – Probably the best way to avoid those tricky obstacles is to fly over them. You can do this by pressing button X.



Helmut's Track

Helmut One: Travel along the straight at the start and then head right twice before you reach the sharp left turn. The track now carries on down to the bottom, where you'll then shift around to the right. Go right again and head up the straight until you reach the tight left turn. Following this is a double right which is followed by yet another right a few yards down the track. You're now on the straight heading for the start.

Helmut Two: A straight-forward track with many long straights and sharp turns. From the word go, head forward until you reach the right turn and then hit another straight. Once you hit the next right, you'll then be on another long straight. At the end of this is a sharp right, followed by another sharp right and then a medium straight. Two hard lefts follow this and then another average straight. After that come two hard rights before you reach the starting straight again.

Helmut Three: A long and curvy track. At the start this lead to the right into a curve. This winds its way down until it reaches another hard right followed by a short straight. Turn right again and then hit the slanted straight, which weaves its way down to the left. Now head right twice and you'll reach the start.

Fastest Track:
Raph Three = 2:07:02

Hodja



The mystical magician. Looking like an extra from Aladdin, Hodja casts a magic spell over all his opponents in order to win races. He's not limited to just the track, either, as he often takes to the air to get past his rivals!

Hodja's Moves

Left Punch – Punch anyone to the left of you with this killer move.

Button A's the way to go.

Right Punch – Button B will make you punch the drivers to the right.

Magic Blast – One tap of the Y button will send out a lethal energy blast, leaving anyone around you done and dusted...

Magic Flying – Leave all of your troubles and worries behind you with the great move. Button X is all you'll need to press!



Hodja's Track

Hodja One: A very bendy track, which suits almost every driver in the game. Right from the word go, a couple of chicanes greet you which follow from the left, right, left right. It now carries on to the right and then right again. Now it's left twice and then an ultra sharp bend to the right – make sure you're hitting the brakes when you do this. Now it's time to step on the speed because a straight follows this before you bend down for a longer straight. After this comes a couple of curves to the left and right before heading back for the start. Sorted!

Hodja Two: A really long straight sets things off nicely, before you reach a sharp turn to the right. A slanting curve follows this, leading up to another sharpish right. A small straight comes after that which then turns into a tight right before coming down into a bucket-shaped double left. After that comes a tight right-hand turn and then a long-ish straight. Now you'll drive along a small straight before heading into a curving turn to the right and then left. Skid around the hard right before giving it your all on the straight, heading back to the beginning.

Hodja Three: A very curvy track, right from the start you'll have to drive around a vaguely S-shaped section. After that you'll then need to slam on the brakes to get around a hard right. After that comes a straight, broken up only when it curves slightly to the right in a circular motion. You'll now reach a hard bend to the right from which it'll slowly turn to the left and head back to the beginning.

Fastest Track: Biff Three = 2:12:40
Character Interaction: Hodja will not attack Sumo.

Seeing Stars

Collecting the stars is something which is a sure-fire way of winning races. The more stars that you collect, the faster your car will go. You will find the general handling of the car gets worse, but you shouldn't have too many problems with it.



Top Six Tips

1. Take as much time as possible to practise on each of the tracks. Keep on practising until you've perfected your driving skills and you know exactly when to turn and brake on the track. The better your knowledge of the circuit, the better your chances of finishing in a good position at the end of the race.



2. Control rather than flat-out speed will get you the fastest lap times. Keep a tight hold of the direction pad. Swerving around costs valuable seconds from your time, and more often than not this will count against you in the end result.

3. Continually refer to the track map at the top left corner of the screen in one-player mode. This will help you remember exactly where on the track the tight bends and chicanes are.

4. To avoid some of the more troublesome obstacles on the road, try slowing down when you start to swerve off the track. If you do go off the track, make sure that you drive around any obstacles that are coming towards you.

5. The amount of damage you take will affect your car's top speed and handling. You can repair your car by picking up the

Damage Repair Power-Ups that can be found lying on the tracks. Try to go out of your way to get these.

6. You can use your jumping ability to jump over other cars in front of you. A sneaky tactic if ever there was one. Also, use it when you land off the track, as it keeps your speed up.



Raph

Heeey, it's Mr Trendy! This Italian Stallion likes to take his fashion tips from some of the world's best designers, hairdressers and tailors – it all helps to bag the babes (that and being well fast).



Raph's Moves

Left Punch – The A button is the one to press for a left punch. Go Raph, go!

Right Punch – Press handy button B to send anyone to the right into disarray. A good little move.

Mega Horn – Make yourself heard in the race and frighten away anyone else by simply pressing button Y.

Mega Engine – Pump your horsepower up a bit with this cunning move, all done with one tap of button X.

Raph's Track

Raph One: A long straight greets you into this track, after which it'll curve around to the right before leading out onto a short straight. After this comes a nice turn to the right before branching out sharply to the left. An average straight follows this, before you turn to the right twice and then onto another average-sized straight. Now turn right again, before zooming down another average-sized straight and then heading left. As soon as this has happened, start turning right and then right again. You'll now find yourself on a long, long straight heading back to the start.

Raph Two: A long straight followed by a sharp triple chicane to the left, left, right, right, left and left before turning onto a straight. Another hard series of bends follows on from this, turning right, left, left, right, right, left and left before another straight follows. At the end of this long straight comes a tricky turn to the left and then it's the straight heading back to the start.

Raph Three: A speed-oriented track if ever there was one. From the start, turn down into the left and then follow it around to the right. An average straight follows this, which then turns around in a half-circle. At the end of this, there's a longish straight and then a hard turn to the right. Another turn to the right follows this and then it gradually turns out into a slight curve leading back to the start again. Hurrah!

Fastest Track: Helmut One = 2:12:82

Character Interaction: Raph will not attack Surf.



Surf

The hot, slick chick of the game, this babe is normally to be found staring into a mirror. Flirting with all the other drivers, she manages to win races by making them choke on her perfume!



Surf's Moves

Left Punch – Pressing button A is a sure-fire way of getting rid of anyone to the left of you.

Right Punch – Hit the B button and you'll send Surf's fury out to anyone on the right of her.

Razzle-Dazzle – The X button will send out a dazzling bang which sends everyone else on the track into disarray.

Side Bumpers – A great move to lose anyone pestering you in the race, and all it takes is a quick press of button Y!



Surf's Track

Surf One: A long, long straight at the start gives you the chance to get some pace behind you before heading into a sharp right. Come out of this and hit the speed again as you enter another long straight before another sharp right appears in front of you. After you've passed this, it's your final chance to put your foot to the floor as you weave past a bend in the road and into another tight right. Another right follows this and then it's into a tighter-than-tight left. Now head down a slanted straight and turn the car hard right as you wave good-bye to another lap!

Surf Two: Right from the start, a tricky left, right, left, right, left combination slows you down no end. The track makes a kind of square shape now, before once again you enter the left, right, what-have-you section. After this, head left and then right. You should now be on another square section which end back at the start again.

Surf Three: From the start, head right into an average-sized straight. Now turn right again before going left and into a curve. This almost comes back on itself, but then it shifts out to the left and leads into another curve. After this expect a long straight heading down to the bottom of the track and then hit the right turn heading into the curve and the start.

Fastest Track: Suzulu One = 2:12:22

Character Interaction: Surf will always attack Raph.

SEGA SOLUTION STREET RACER

Everybody Rumble!

The Rumble Mode is basically just a test of who can stay in the ring the longest. You'll be able to get knocked off once the barriers on the outside of the track crumble away. If you touch the middle of the ring, you will be flung off into the outside and put yourself in even more danger of losing the fight to the death.

Try to stay in the middle of the ring and then drive out into opponents facing the rings barriers. Give them a few punches and what-have-you and with any luck you'll be forcing them into making mistakes and falling out of the ring. That'll be the last time HE spills your pint...



Cup Action

The Bronze, Silver and Gold Cups are the main challenges in this game. After you manage to complete these, you'll then be given a password for the Mega Cup – which is the ultimate challenge. At the end of the Gold Cup, you'll have to play a game of Space Invaders – your car now has the ability to fire energy balls at the other drivers. You can do this by pressing button B. When another opponent races in front of you, shoot him out of the way and avoid his crashing car as you pass it. After a short while, you should have won! Hurrah!

Bronze Cup: No Password

Silver Cup: jxpsvw

Gold Cup: befqmr

Mega Cup: hjacuy



More Than Two...

As well as Three-Player Madness and Four-Player Insanity! If you have a few mates and a Four-Player Adapter, then why not give the multi-player modes a few goes?

Again, the key to winning is actually knowing when to turn and brake and so on. Practise the different tracks until you've mastered them all. The thing with the multi-player modes is that your view of the track is much narrower. When all four players are on the track at once, the screen size is reduced to just a quarter of its original size – something which takes time to get used to.



Sumo

It's a wonder that this tub of lard can even fit into a car, yet alone drive one! Weight-Watchers' worst enemy, this oriental rice-chomper likes nothing better than to celebrate his latest win than with a plate of sushi and a few stir-fried dolphins!



Sumo's Moves

Left Punch – Press button A and you too can make Sumo swing his flabby arm out to the left.

Right Punch – For a swing to the right, button B's the one to use.

Electric Blast – To make Sumo electrocute himself and anyone around him, press button Y.

Floating Move – To send Sumo into a state of levitation for a few seconds, press the X button.

Sumo's Track

Sumo One: A speed-based track, which is strange when you consider just how slow Sumo really is. At the start, you'll have to head into a hard turn to the right. This then branches out into a long semi-circle which takes up just under half the track. At the end of this, get ready for a hard right and then an even harder left. This follows on to a tricky right and then (after a short straight) carries up to another right and then a branching left. We're now back at the start.

Sumo Two: A long straight gives you the chance to burn some rubber right at



Wait On Red

The trick to getting off to a good beginning is in the start-up lights. Hold down on the accelerator when the two green lights appear and then let go when the first red light appears. Now press down on the accelerator when the second red appears. You should (fingers crossed) get off to a much better start than before.



Bombs Away!

When you pick up a stick of dynamite lying on the track, you have a few precious seconds in which to get rid of it before it explodes. Get near another car as soon as you can, and then punch the driver to give them the bomb. Now laugh gleefully as you watch him crash! Ho, ho, ho!



brings you 'round in to another slanted straight and then a couple of turns to the right. A medium-sized straight leads you up into two turns to the left and then onto yet another slanted straight. After two more turns to the left and then a sharp right, you'll be back at the start again.

Fastest Track: Surf One = 2:07:42
Character Interaction: Sumo will not attack Hodja. When Sumo releases his otherwise nasty electricity attack, he will speed Frank up.

the start of this track, but it'll soon be time to apply the brakes when two lefties rear their ugly heads. After this, there'll be a sharp turn to the right and then a lil' straight. A chicane follows this and then the track heads down onto another left. After the average-sized straight, head up to the left and then turn to the right before making your way to the left again. A long straight greets you here, before giving way to another two lefties which take you back to the start.

Sumo Three: Turn up into the right and then hit the pedal to the metal as a long straight looms ahead. Once at the end of this, it's time to turn your car to the right and then head down into a slanted straight. Another slant

Suzulu

In darkest Africa... there lived a guy called Suzulu who liked nothing better than chasing Cheetahs around the plains in his hot-rod! With his vicious club by his side, you'll end up with a sore head if you try overtaking this one...



Suzulu's Moves

Left Punch – Press button A and you can hit anyone to the left of you.

Right Punch – For a devastating right hook, press button B and you can set about them.

Rhino Charge – For a crushing, stampeding, charging move, simply press the X button.

Rhino Shake – Shake your Rhino, and any opponents, with this stonking Y button move.



Suzulu's Track

Suzulu One: A bendy, twisty track if ever there was one. From the word go, head up into a curve going towards the left. Now hit the brakes and screech around to the right before taking a long-ish curve which heads up to a short

straight. When you reach here get ready for a hard bend to the right and then a steep curve to the left. Two tough right turns greet you next and they're followed by a turn to the left. A curve to the right follows that before heading out into a straight and then another right.

Suzulu Two: When the lights turn red, it's time to start heading left and up a slanted straight. Now turn left before heading into a slanted curve going up to the right. When you reach the end of this, turn sharply to the left and head down a long, long straight which is only broken by a chicane which heads into a turn to the left. A short straight leads you back to the start.

Suzulu Three: A tough track to win if you choose the wrong driver, start the race by heading right and then left into a long curve. At the end of this, it's time to hit a hard left and then a hard right. Now drive along another straight before turning hard right and then hard left. Follow the curve around before heading left and then right. You are now right back at the start again.

Fastest Track:
Biff Three =
 2:11:56



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MICRO MACHINES 2



The best driving game available on the Mega Drive, *Micro Machines*, has just been bettered by its sequel. *Micro Machines 2* is undoubtedly the most enjoyable, challenging and entertaining racing game ever to grace the Mega Drive. This has prompted the top notch drivers here at Sega XS to play the game for hours to bring you a complete players' guide to the best circuits. We've got all the action, all the information and all the hottest tips in town to beat the toughest tracks in the game. Remember, when it comes to cracking games, Sega XS is the driving force!

TRAINING CAMP

In the training camp awaits the easiest and most straightforward circuit in the game. In order to qualify for the 1-Player Challenge, you must beat the rest around this square track on ATV bikes. With only four right hand corners to negotiate, it's a piece of cake!

Be in the lead as you go into the first of these corners in the top left of the circuit. Get ahead early and stay in the lead as you go over the finish line to complete the first lap. By doing this your deemed the Super Lap winner and automatically qualify for the next contest.

DRILLER KILLER

First up are the Rally cars for a taste of table top mayhem. From the starting point on the left of the main table, race up a short distance before turning Left, just after the end of the large Note Pad. Now you're on the longest straight in the



game, take a position close to the centre of the straight. At the end of the straight you go past a small oil slick, this is the signal to slow down to take a tricky left.

This corner leads you off the main table and onto a very small stool. The stool is connected to another stool via a long wooden plank. This plank forms the left hand straight and is the hardest part of the level. As you come away from the top left corner onto the plank there is an electric drill on the right. This drill rotates in and out, coming over the centre of the plank. In order to dodge the drill come out of the top left corner and stick to the left hand side of the plank. If you drift in at this point or at the bottom left corner where another drill is lurking, you either bounce back or are pushed off the plank.

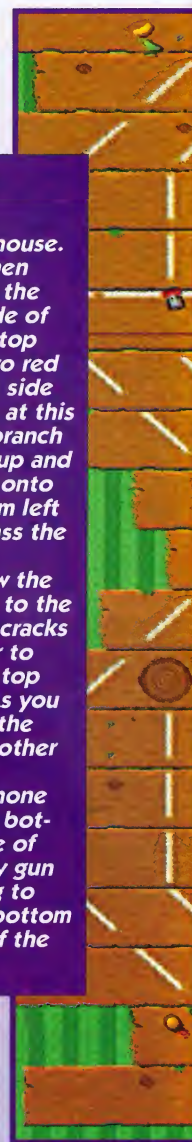
At the bottom left corner slow up after the second drill in order to make the tight bend to the bottom straight and back onto the main table. Open up on this final straight, only slowing slightly to take the last corner,

TREEHOUSE TILES

The next race features the 4X4's in the tree house. From the starting line move up a little and then diagonally to the top right to swoop around the large rectangular brick and onto the right side of the tree house, heading down the track. Hit top speed at this point and squeeze between two red bricks. Go right and continue down the right side to dodge the toy gun to the left. Slow down at this point to make sure you drive onto the tree branch without falling through the gap. Now speed up and turn right when you get over the branch and onto the roof. Take a diagonal route to the bottom left of the tree house and straighten up to by-pass the hole in the roof.

After avoiding the hole, turn right to follow the track to the guttering around the roof. Stick to the bottom side of the guttering, away from the cracks in the edge, and turn the right-angled corner to head back up the screen. Now accelerate to top speed for the jump at the end of the pipe. As you hit the end of the pipe push the joystick to the top right to connect with the branch on the other side.

Now follow the track around the mobile phone and slow up for the U-bend back around the bottom of the tree house. Stick to the right side of the track in order to slip past the second toy gun and continue past the sweets, before cutting to the left to miss an awkward corner near the bottom edge. Rejoin the track, past the other side of the toy gun, to reach the finish line.



much speed.

The first turn leads into the top straight which has stones and shells in the sand. Driving over these makes your vehicle jump like a spawning salmon but as long as you don't stray, you should stay on an even course for the second corner. This corner flows to the right so you're travelling down the circuit. As soon as you come out of the corner, make sure you're positioned in the centre of the trail as the track narrows as it goes over water.

When the track begins to widen, prepare for the third right turn which is again at a right angle. The following straight is fairly short, with the fourth right turn following on and leading you back



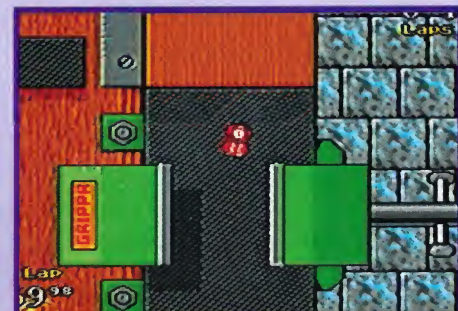
The next bend leads left, around the top of the spade and left again to run down the left side of the spade. Prepare to swerve right before dodging around the ice-cream cones and taking the sharp angled U-bend to the biggest straight on the left. This straight leads back to the start/finish point.

COB CHALLENGE

Now to the dining table for crazy food frolics with the Dumper Trucks. From the start point, half way up the table on the left hand side, head along the pea-lined track until it slopes around the bread bun. The track then runs wide of the food and cutlery, but you can take a more direct route around the first right hand corner by steering close to the knife and running over its blade. This takes you along the track between the dinner plate and the edge of the table.

The track then kinks a little to the first main obstacle, the corn-on-the-cob. The cob links one dinner table to the other and you must drive over it while it spins around on a skewer. This can appear very difficult at first but the secret is to tap left once you get on it. This works against the spin of the corn and takes you across in a straight line. Once you're onto the second table, the track continues to the right in a straight line before producing a sharp bend to the right.

The route now strays in-table and goes through a small gap between a wine bottle and a pepper pot. Slow down at this



SAND CASTLES

The first of the beach buggy levels is similar to the Sahara Sandpit level in the Original *Micro Machines*. Head up from the start on the left side for a short time before coming to the first right turn. All the bends in this level are at right angles so you really have to over-steer the corner to slide around it without losing too



ATV ACTION

From the start point in the bottom left, rev up to the first of the dirt jumps and press right while in the air. Take all the jumps on the inside while pressing the D-pad towards the centre to ensure you don't stray out of bounds. The top straight is a good opportunity to get ahead of the rest of the field, as you get toward the end of the road cut out the corner by driving across the green in the centre of the circuit. Be careful not to overrun through as a large stretch of water awaits!

Continue down over the jump and turn into the green. Drive along its side to cut out the next large corner. Turn into the right at the bottom corner of the green to connect with the route again, before skidding into the next right. This takes you onto the green where the dirt track turns into daisy lines to the left of the garden lake.

Follow the daisy trail and drive left then left again around the top of the dirt quad in the centre of the green. The daisy track now branches towards the bottom left corner of the circuit, where a sharp U-bend takes you from the green back onto the dirt track. Dodge around the large flowers as you go up the track to reach the finish line.

When you're dodging around the bumpers, slow down and try to weave between them. If you come into contact with them, your car reacts like a pinball and is bounced about losing valuable time.

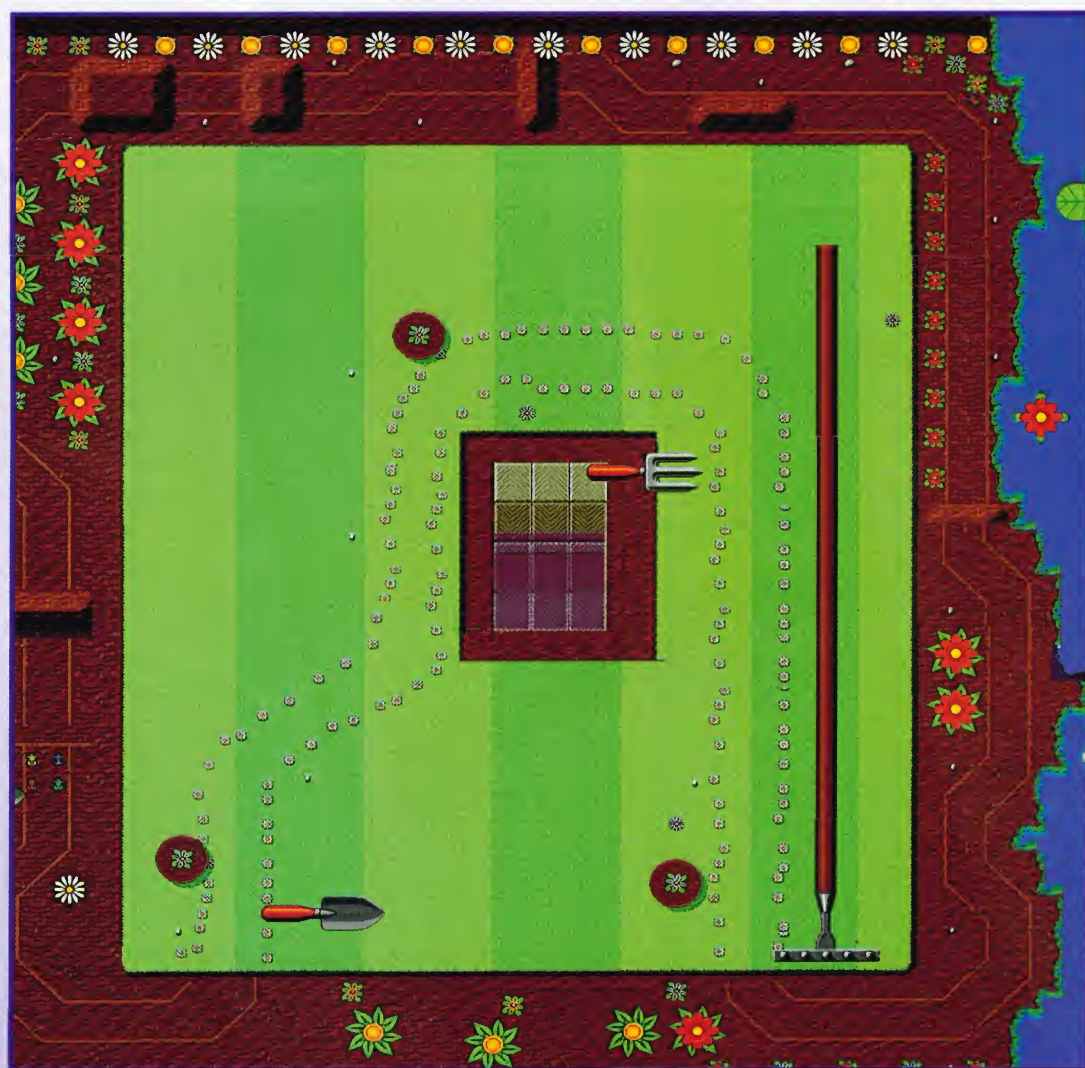
As you race past the rocket, move into the centre again to give yourself room to plough straight past the final flipper. The route now goes left and straightens back out as you race to the finish line to complete a lap.

point to glide through the gap and continue down the table until you pass the bowl of soup on the right. Move to your left to create a wide approach to the bottom corner so you can make it around the knife overhanging the track. This opens up into a straight to the next bridge of corn. This time press right to compensate for the cob's spin, before pushing left as you come off. This takes you wide of the track but allows you to push right and cut the final corner as you steer close to the dinner plate.

PINBALL PURSUITS

Formula 1 is the mode of transport in Pinball Pursuit, one of the fastest courses in the game. Bright yellow stars represent the route around the pinball machine, but corners can be cut without blowing up. Start in the usual position on the left and drive at top speed up the course. The stars bend to the right in a diagonal direction before scooping around the pinball bumpers in the top ventral area of the level, taking a diagonal route away and down to the bottom right. Don't worry too much about sticking to the Stars but don't try to cut across the board because you'll explode.

After the diagonal direction, the stars lead back into a straight between a



space rocket on the left and its launch bay on the right. As you go past the launch bay, stray further into the centre of the table, nearer the rocket. This allows you enough room to dodge around the flipper in the bottom right corner of the route.

The stars then lead into a sharp right bend, around some more bumpers and onto the other side of the space rocket.



CEILING CIRCUITS

The attic is the venue as you take control of a speedy off-roader for a run around the rafters. The thin track is made up of wooden beams in the ceiling so the space in which you manoeuvre is cut, with a long fall being the punishment for the slightest mistake.

The start is on the left again with a short straight run to the first right-angled corner. On the first lap watch the enemy cars for indications of when the corner is coming. As soon as they slow down and branch into the corner, follow suit and break onto the top straight. Good use of the break is required to go into the corners early and spin the angle before hitting the gas again.

The long straight at the top of the attic is a good chance to speed up but be alert to decelerate and turn into the right hand wooden ledge. This beam is another chance to use the off-roader's speed

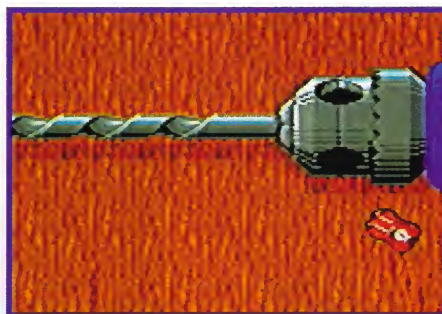


but, be warned, the third right hand corner comes up faster than the previous one.

On the bottom of the course use your speed in short bursts as the fourth right leads straight into a left/right chicane. Breaking in the right places and sliding into the middle of the next beam takes plenty of practice to master, but, when you're experienced on the course, the chicane can be the point to increase a lead or get closer to the car in front. The final right corner of the chicane leads back onto the start beam to complete the lap.

THREE WINS BONUS!

Win three races in a row to go for an extra life driving a monster truck around collecting Micro Machines. These small toy cars appear in front of your truck and all you have to do is drive over one to col-



lect it. You only have 30 seconds to collect 30 Micro Machines. Go too fast and miss one and you have to return to collect it before continuing. Extra lives will prove invaluable to completing a challenge.

LIGHTS OUT!

Now to the cellar for one of the hardest courses in the game. It's difficult due to the sheer speed of the other competitors and the lack of light in the cellar. The corners of the track are very hard to make



out and can also be confused with the maze of water pipes running around the cellar floor.

Arrows on the floor guide you from the start point on the left hand side right around the course and back to the start. From the start, accelerate straight up until you drive over the first floor grid. At this point prepare to brake, slide round the bend and then throw the car into another right hander. All these corners are square, so the turns are very difficult to judge correctly.

Now a left hand corner appears very



quickly and leads you into the first main straight. Accelerate but prepare to throw another right as you see the second floor grate. On the back straight speed up for a short while. The right at the bottom of the back straight is the hardest to judge with no clear land marks to indicate exactly when the corner arrives. This is where the race will be won or lost. Turn too early and you get caught up in the pipe lagging, slowing right down, turn too late and you'll crash into the gas pipes at the bottom of the course, wasting valuable time getting back on course.

As you make the corner, you pass over the third floor grate, which indicates the next right hand corner is very close. Slow down to make the bend and stay at a controlled speed to pass through the left turn that follows, just after the fourth grate. The final turn comes swiftly after the previous one, leading you back onto the home straight at the final floor grid and up to the line.

BALL BONANZA

In the original some of the most enjoyable levels took place on the Pool Table, the same applies here. The first Pool level is played using the long sides of the table at the top and the bottom of the circuit, with the start point just below the top centre pocket.

From the start, head left, moving towards the top cushion to dodge the chalk. Straighten up until you pass the





triangle at the bottom of the track and then prepare to drive into the first pocket in the top left. This transports you to the bottom left pocket, so pull to the right as soon as you spring from the pocket. This keeps you on the track, stopping you from crashing into the balls at the top.

This is the longest straight so, before you get to the bottom centre pocket, move your sportscar to the bottom of the track, staying just within the chalk boundary.

This positions you correctly to dodge under the black ball just up from the centre pocket and give you enough time to move to the top of the track, avoiding the chalk cubes near the bottom right pocket.

Slow right down at this point and head up to the edge of the table at the right hand side via the playing cards. Now you're on the outside of the table, with a right hand turn to make in order to get along the bottom edge and avoid the bottom right pocket.

Position your car close to the far edge to give yourself enough room to drive past the centre pocket at

high speed without falling in. Continue on past the centre pocket and prepare to slam on the brakes and slide around the right handed bottom corner when you see the pocket come up. Drive

along the left edge, slowing up to make the turn onto the top edge, when you see the chalk cubes on the inside edge near the top left pocket. Position yourself on the outside edge so you can glide past the top centre pocket and have enough room to slide around the top right pocket and brake to turn right, down the playing cards and back on to the green baize. Now simply drive straight on left to the start line to complete the first lap. A word of warning, on the second and third laps the balls in the bottom right and the



top right begin to move around, trying to hold up your progress. Always be prepared to slam on the brake and slip around the balls or wait for them to move aside.

WHINE ON!

The second Dumper Truck race takes place on a massive dining table. You start off in the centre of the table and branch off towards the top right, past the large Cottage Pie before taking the first difficult right turn around the dinner plates close to the top edge. This short

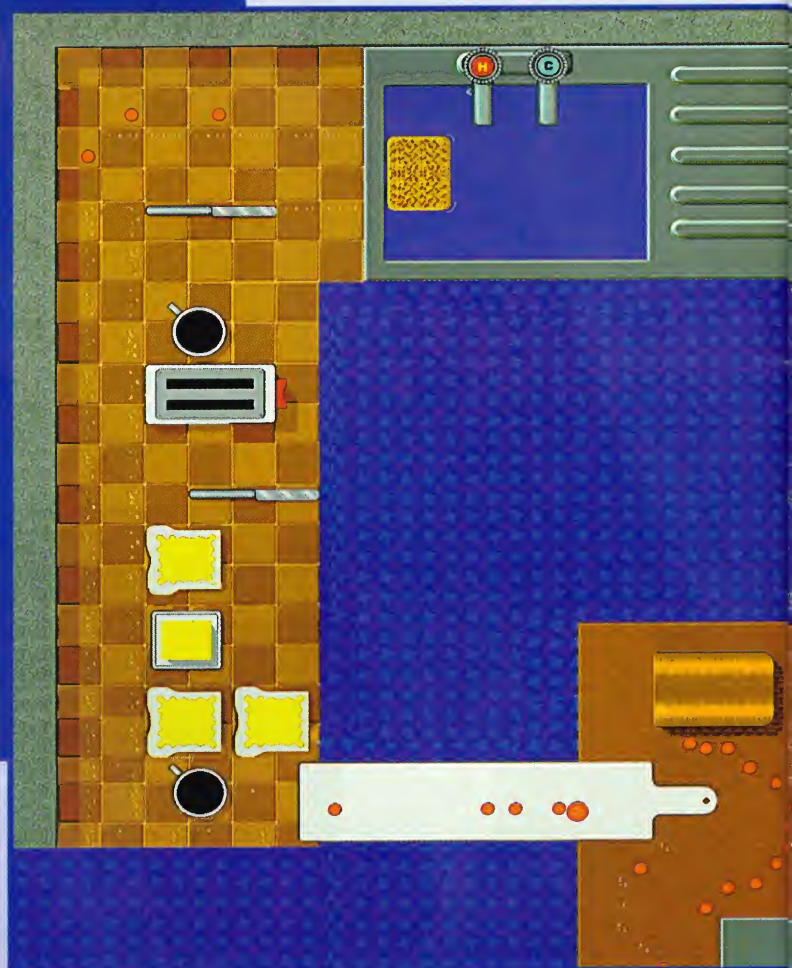
FERRY FIASCO

This race in the kitchen is a firm favourite of the XS crew. On four-way play the sponge raft section is great fun as you attempt to knock each other off the raft. From the start, on the right of the kitchen bench, get up to full speed as quickly as possible and try to nudge the opponent's cars into the obstacles on the right. As you race up the track, make a sharp right as soon as you pass the toaster, and then straighten up as you head towards the sink.

When you see the sponge raft in the sink break hard and slide onto it. If you're the only one on the raft stand still to cross the sink to the draining board on the other side. However, if other cars are on the raft try to bump them off into the water by ramming them and then braking. Another tip we found gives you a chance of survival even if you miss the boat. Drive to the bottom of the screen and, if the raft is still visible, it's possible to cross to the other side on the rim of the sink. This is a cheeky manoeuvre when it works!

After the raft section, head across the draining board. The circuit now goes right and heads down the far side of the kitchen, passing the sugar lumps and the tea cups. As you pass the second cup, break and turn sharply to the right to stay on the bench. Then move to the centre of the track to drive over the bridge to the next table.

As you arrive on the left of the bridge, break again and pull up to the top left, by-passing the snaking track and connecting with the cutting board to take you across to the left-hand kitchen bench again. Once over the cutting board, quickly break and pull to the left to turn almost full circle around the tea cup and back up to the finish line.





straight leads to another tough right, near to the right hand edge, before leading into the table a bit more to dodge between the peas and split gravy!

Make sure you stick to the track to make the narrow gap through the middle of the wine bottle and the first bowl of soup before throwing your Dumper truck into a left and then a swift right that brings you ever nearer the edge of the table. Now swing and slide around the bottom right bend to get onto the long straight at the lower edge of the table. Take this at the highest speed possible before turning tight right between the knife and fork.

Follow with a swift left, taking the



truck across the corner, over the knife blade and slightly off the track at the bottom. This cuts two corners out and stops you getting caught in the next fork. Now squeeze around the tight right U-bend to fly around the bowl of peas and the corn-on-the-cob.

This leads to the top edge of the table so tuck into the inside to make the right turn over the green place mat and back towards the centre of the area. Now drive fast and straight, before swooping round the final U-bend to meet up with the finish line.



centre of the track and stay there until the roll of wallpaper on your right ends. Put on your brakes for a second while you fling the car into the large right bend and steer for the centre of the track. This ensures the quickest possible entry onto the long wooden plank taking you back to the top table.

As you hurtle up the plank, watch out for the beginning of the top table under the plank. When you see that, apply the brakes and turn to the right, sliding into the U-bend and dodging the small paint pots. Position your car in the centre of the track to miss the roll of border paper blocking the right of the lane. This will ensure you're in the perfect position to drive down the road and enter the second wallpaper tunnel.

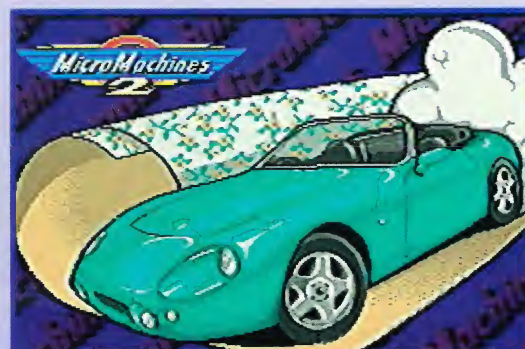
When you exit from that roll, slam on the brake and make a swift left turn to sly around the U-bend and then take a

ROLLER COASTER

The Convertibles are the next mode of transport and they're probably the fastest. This level takes place on a decorating table, with brushes, wall paper and rollers to dodge at break-neck speed!

From the start in the central top position on the main pasting table take a high speed giant U-bend to the right. This brings you onto the right hand edge of the table so stick to the middle of the track to gain a great position to leave the first table and travel to the second through a large roll of wallpaper. Once in the tunnel keep a straight wheel so you don't waste time bouncing around the inside.

Throw a swooping left turn on exiting the tunnel. This takes you off the track to the inside so you cut out the next big corner and have a better chance of making it around the bottom straight without flying off the bottom edge of the table. Now make your way to the





little time to line yourself up in the centre of the rising track. Drive in a straight line up the centre of the road to go through a hollow paint pot at top speed. This allows you to jump back over to the top table via a spinning paint roller. As you leave the jump push up to counteract the roll on landing and gain enough momentum to make it to the line.

BURY MY BODY

This strangely titled race takes us back to the beach. The reason the race is called Bury My Body is you actually race around a man who's body is buried in the sand, with only his face and toes sticking out (logical really!).

Start on the right hand side of the beach, facing two sandy jumps before a long left brings you onto a very small straight at the top of the area and then leads into another large right. This now brings you on to the left side of the beach where you dodge around the



man's face!

Follow the looping back straight taking you down the left side of the spade and then under it with a sharp left curve. This leads to a very fast right U-bend through the ice-cream cones and brings you down into another short straight. The track leads between the toes of the buried man, so brake and make a sharp left and left again to the home straight.

PIANO PANIC

This race occurs in the Music Room where you take control of the Monster Truck. From the start drive past the Bongo and take the first easy turn to the left along the drumstick-lined track. Keep to the centre of the track to make the jump to the next table where another easy left leads down to the bottom of the Music Room, past the back of the electric keyboard and through the gap between the tape recorder and maraca.

Now move diagonally, passing a tape on your right, which is the signal to go tight to the track to slide around the fast U-bend, leading along the bottom edge of the table. Continue until another tape signals the right turn back up the table along the other side of the tape recorder and the electric

keyboard, before turning to the right to dodge past a mouth organ.

The track now leads to the main feature of the race — a drive over piano keys. After travelling the full length of the ebony and ivory section, the track leads to the right. Take the bend at top speed, in the centre of the track, to make the jump to the next table. Once you're going again, speed up the centre of the track for the next jump. From that jump head for the bottom left of the

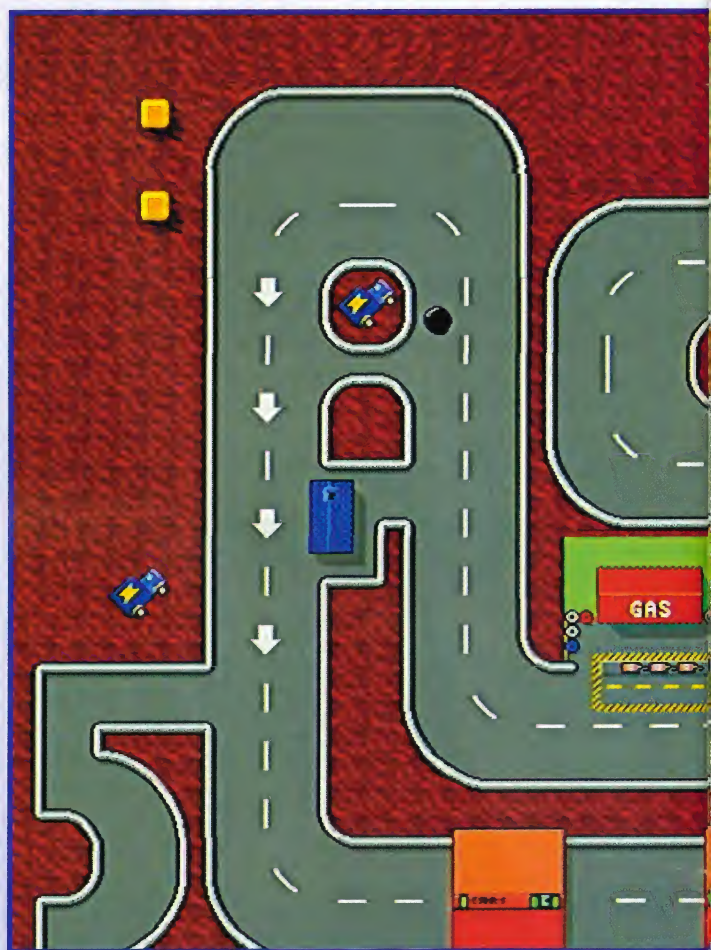


table to cut out the long corner, before straightening up for the jump back onto the first table. Head left, slow for the final right, before speeding up for the final jump back to the start.

BATHTUB BURN OFF

This race is a simple circuit of the rim of a bath tub using dragsters. The great difficulty is the lack of room on the rim, plus the corners are exceedingly sharp. Couple these conditions with the fast speed of the dragsters for an extremely

GARAGE GAMES

The mini-micros here are an even smaller version of the Micro Machines! The starting gate is on the right of this small and bendy course and a good start into the first left is essential. These small machines really do go quickly so brake into every bend and corner, sliding the bug around the road and quickly into the next turn. The first left brings you around a U-bend into a mad chicane, which starts with a right bend, turns into a left U-bend and ends up with an immediate right hander into a very short straight! Getting around this section of the circuit is the hardest task in the level, especially as the other cars often bump you off course.

The next short straight goes into a big right before straightening to glide past the toy gas station and head into another tough right turn. Speed up on the straight before turning fill circle on the high U-bend to go round the roundabout and onto the largest straight section. Speed up and take the penultimate bend as quickly as you can. The bend opens up

into a wider road with just enough room to screech round the bend and onto the clear track under two tunnels. After the tunnels you hit a small oil slick before the final bend, so dodge the oil, throw the car into the final left and shoot up to the finish line.



approach of the corner. When you see the ducks, hit the breaks and take the third right corner to run along the bottom edge of the tub. This is another short straight, like the top of the bath. When it begins to widen out into the corner, break again and run through the line of the inside curve to complete a lap.

BANKED OVAL

This is a straightforward but fast beach circuit.

Start on the right of the beach, next to the pop can. Accelerate quickly and continue up the track in the centre. Watch the top of the screen for a ring pull. This is the signal to come off the gas and throw the car around the next left hand corner. Continue on the track for a second or so at top speed before steering left again onto the back straight. Try to steer into the middle of the track, staying away from the banks, unless you're nudging another car over

the bank towards the water.

Watch out for a green spade on the right and turn the car left again when you pass its handle. Try to stay on the track for another second or so to dodge the stones and shells on the top bank before flinging the car into the final left and heading for the finish line.

BRICK 'N' TREES

It's back to the tree house for a helicopter ride. If you press up or down on the D-pad the helicopter will rise and fall. At its highest the chopper flies over bricks but not trees and at its lowest it dodges under the trees but bumps into the bricks.

From the start in the top left of the tree house, follow the track to the right, straying to the top of the track to dodge the brick. Now fly over the gap, dodging the tree at the top, and lean around the brick in a clockwise direction to find the first main straight. Follow the track to the edge of the floor and break to the left to go around the tree and catch up with the track again on the next floor. Head between the two bricks along the track and branch off to the left of the mobile phone so you give the next tree a wide berth.

The track now heads to the bottom left of the screen, passing over some sweets. Fly to the bottom edge of the track, taking up a position to glide through the two treetops in the bottom left corner. After the tree tops the track turns sharply to the right between the final trees. Stay in the middle of the track and fly on beyond the final brick before turning slightly to the left to meet up with the start line again.

CROSSING CHAOS

The mini-micros make another appearance in this toy garage section. Start in the top left corner of the toy garage. Get up to top speed immediately and drive in the centre of the road. You now come to a ramp over some broken track.

As you go over the jump, push the D-pad to the right and let go of the accel-



quick and dangerous race!

Start on the left of the bath tub heading towards the taps. To make sure you finish the race, don't let other cars knock you into the soapy suds. Concentrate on keeping a straight line until you see a towel rail on the left of the bath. This indicates the top left corner is coming up so, when the rail comes to an end, slam on the breaks and turn right to slide around the corner before hitting the acceleration button.

This is the point to really go for it, over the two flannels and on towards the bottom right corner. A set of yellow rubber ducks floating in the water signal the



eration button. Watch out for the rather sharp right hand bend on the other side and continue to push right to stay on the course. Now head to the right along the track.

At the cross-roads don't hesitate. Plough straight through the red lights before they change so the dozen or so mini micros are unable to drag you to the top or the bottom. Continue on along the track and drive under the tunnel. When you come out of the tunnel, give it a second and then slow down to take the next right bend. As you head down the right hand side of the garage, you pass a building on your right. Continue for a second and then slow for the next set of turns. The first is to the left and you'll have already slowed down enough to take it and position yourself on the inside of the track. Now a very small straight leads to two lefts that form a large U-bend. This brings you around to the petrol station, signalling a right bend.

Begin to accelerate again, taking care to hug the outside of the lane, making it easier to drive over the roundabout leading to the next tight right. Cut this corner and the next corner slightly, by driving in a diagonal line, intersecting the bends before lining back up with the track to fly along the straight and under the car wash. As you come out of the car wash, slow down and throw the car around the final right hand bend. Now you only have a long home straight with a roundabout in the middle to negotiate.

MUSICAL HITS

This is the second monster trucks race, with two huge xylophones the main dan-

ger. Head towards the top of the screen from the start to pass alongside the electric keyboard. As the keyboard ends, steer through the left corner making sure you're in the centre of the track for the first jump. Once over the jump, move towards the top of the table and straighten up to rejoin the track and head for the first xylophone.

It's vital you stick to the centre of the track at this point as the xylophone



becomes smaller towards the left, leaving the bottom key only as wide as the track itself. The difficulty is compounded by the phantom xylophone player. As you drive left on the track, the xylophone stick strikes the keys. If the stick hits the keys around you stop until it passes by before carrying on. The next obstacle is a sharp bend to the left. Take it slowly and make sure you're in the centre of the track.

There is now a series of three consecutive jumps. Take them all at top speed in the centre of the track and, after the third jump, slow down to take the next left hand bend. A short straight follows, leading to the second xylophone. Take this in the same way as the first one and race off the end to rejoin the track. Now all you have to do is drive on past the music tape and take the gradual left bend back up to the line.

BALL CHASE

Start near the top pocket on the green baize and move around the track that resembles a question mark. The track leads to the top left corner where playing cards form a ramp to the table edge. Drive clockwise round the table, starting

with a slow turn around the top left pocket, before opening it up along the top straight. There are no real indications of when the top right corner is coming up so drive along the top for two or three seconds and then look to slow up for the change in direction at the corner. Now you are on the longest straight in the game and you should really go for it. Remember to steer to the outside of the table to avoid falling into the middle pocket.

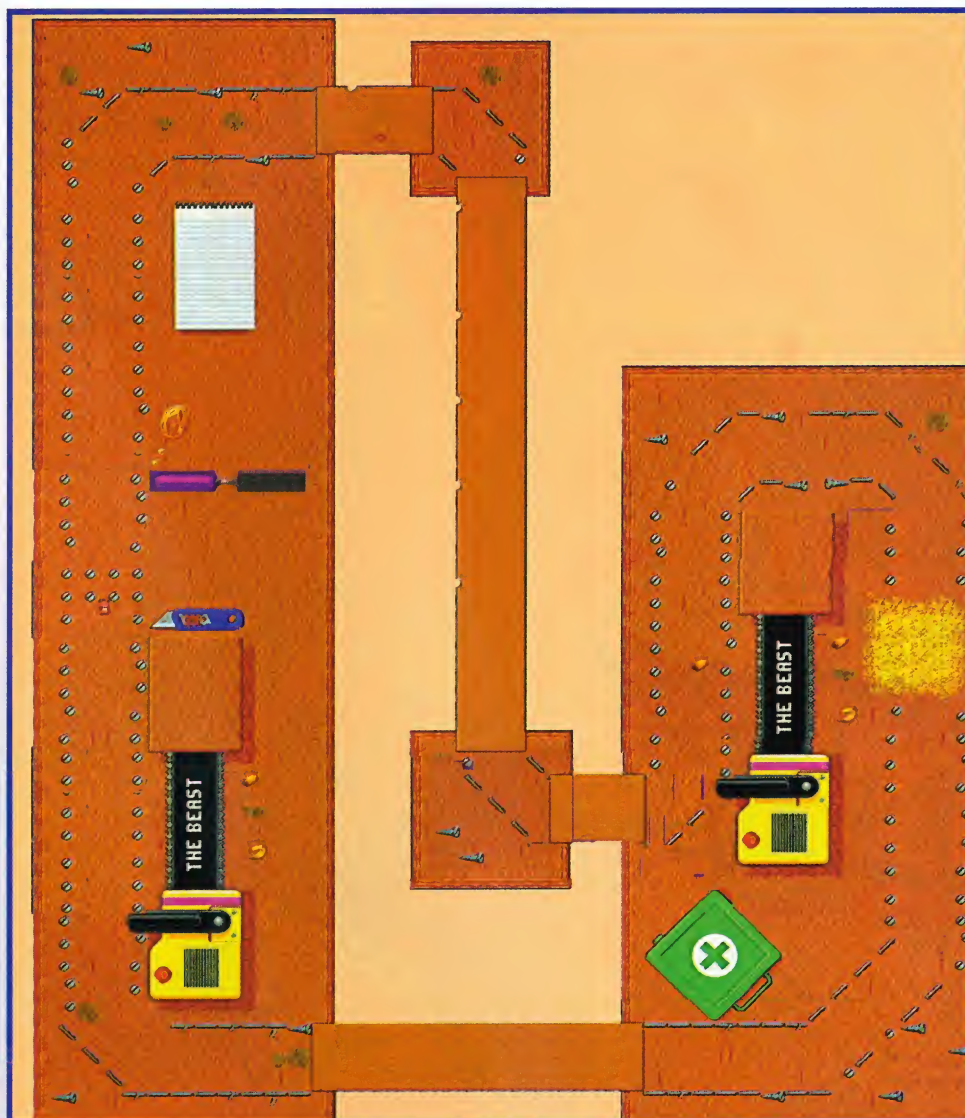
The route changes again by moving onto the green baize via two playing cards near the bottom right corner pocket. Once onto the green, simply follow the track in a diagonal direction towards the bottom left corner and fall down the pocket. This transports you to the right hand centre pocket, where a zig-zag route awaits you.

The track generally leads in a downward spiral to the right where it then bends around the bottom of the cue and turns into a straight, leading back towards the top right pocket. As you speed up this section, don't slow down until you're tight on the tip of the cue. The reason for this is the large cue ball zooming up behind you in great panto tradition! If you hesitate it forces you of the road. Once you have cleared the tip of the cue a U-turn leads back down and around the cue, between two balls, before bending to the right. The track now leads between more balls before reaching the line.

GARDEN JUMPS

Garden jumps is probably the hardest ATV course in the game, with a million and one things that can go wrong. It's very easy to get caught up in the flowers, fall into the water or come unstuck on the patio sections. The start point is in the usual top right position and from there hit top speed to get a good lift off





at the first jump, situated just above the start line. As you hit the jump, push to the right to land near the track. Now speed onto the second jump which takes you over a stretch of water. This leads to the first main straight along the first small patio section.

At this point it's very easy to lose the track completely around the plant pots and pebbles. Once you get onto the patio, continue straight until a gap appears at the bottom of the screen further into the patio. Dart through the gap and loop around to the right between the pots to find a clear run off the patio.

This route leads onto the green in the centre of the garden. Pass the trowel on the right and continue until the track turns left off the green, to run along the side of the rake. Try not to stray too far off the daisy track because the flowers along the border are extremely hard to get out of in a hurry.

The track now turns left at the spiked end of the rake and continues back to the right along the bottom of the green. Come back onto the dirt track for a second before it snakes to the right and leads to another jump.

Make sure you take this jump straight on and, once in the air, push over to the right in order to cut out the severe bend on landing.

Head to the left of the screen. Continue along the straight before turning slightly to the right to drive onto the patio via a ramp. As you get onto the patio turn right and run up the screen for a few tiles before slowing for the left hander back onto the dirt track. Slow

right down and position yourself in the middle of the track and head up the screen at top speed. Fly over a jump and push to the right to connect with the track on the other side of the water.

VICE SQUAD

This workshop race featuring the rally cars is another classic multi-player level of great entertainment. It's fast and furious, with loads of places where enemy cars can be shunted off the track to their doom. Once you see a notepad on the right turn around at the top while keeping to the track. To the top of the screen is a deadly drop, so take the inside route, close to the pad. The straight leading to the right passes another glue spot, before branching to the right in a diago-

CHAINSAW CHASE

Chainsaw Chase sees a return to the workshop for an explosive track featuring the rally cars. From the start point in the top left of the work bench drive up at full speed for a second and slow to take the first right hand bend. This short straight leads along the edge of the bench, over a short plank and onto a stool. As soon as you hit the plank, slow down and drive to the right in order to ride onto a second plank, taking you away from the stool. The second plank is quite a lot longer than the first so be ready to break and turn into the left at the second stool when you see it. This leads to a third stool on the right so continue onto the second main table, taking the very sharp left

bend and then race off towards the top of the screen.

On the right you pass a large yellow chainsaw that makes mince-meat out of you if you get too close. Try to bump other cars off the track and into the chainsaw to extend your lead. The track now continues up the screen before reaching a large U-bend taking you around to the other side of the chainsaw. Watch your position and try not to get too close to its sharp teeth. Carry on down the back straight, slowing up just after the chainsaw to take an easy right hander, past the first-aid box and back to the centre of the track for the next plank.

This long piece of wood takes you back onto the main table and brings you around to the left of a second chainsaw. Stay to the outside of the track as you go past it to arrive on the home straight.

nal, passing the first-aid box and coming to a dead-end at the bottom of the screen. Stay in the centre so you pass through the two vices. As you pass through the second vice slow down and right so you run along the bottom edge of the table avoiding the drop. The track now wraps around to the start point again after passing an electric drill at the top of the screen.

Saga P

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